THE GALAXY

GALACTIC STRUCTURE AND TRAVEL

Overview

This document details the galaxy structure, as well as how players will travel. The design of this system includes both the initial release, as well as meshing with subsequent releases, including player driven space travel. Travel between planets is a significant undertaking in the Star Wars movies. While we want to preserve the grandness of traveling to a new planet as presented in the movies, players will certainly find long waits boring and un-fun. The travel system herein capitalizes on an excellent opportunity for socialization, as well as preserves the Star Wars fiction.

Vision

- Players should never feel ripped off by the game mechanics.
- There must be a sense of exploration.
- We must encourage and support a community.
- Amy Jo Kim's principles for community building:
  - We will build flexible, extensible gathering places.

Many opportunities for both fictional preservation as well as community building/relationships exist here.

Terms

Galactic Map

The creation of a galactic map, derived from all fictional sources as well as Lucas Arts' Haden, is paramount. Most existing information on a galactic map for the Star Wars universe is inadequate for our gaming needs. We will most likely need to create a new map specifically for the game, based on what we know of the Star Wars universe. Within the galactic map will exist known, named, travel routes.

Travel Route

A travel route is like a bus route. Travel routes proceed in an organized, static direction. There are multiple travel routs, and players must learn the routes to effectively travel between planets. Travel route maps are available for a fixed purchase price for permanent inclusion in the players PDA. Kiosks (described later) contain information on the various travel routes.

Leg

The various travel routes are broken up into legs. A leg is defined as the distance traveled between two planets defined by the galactic map. Each leg is independent, and there exist only a set number of legs.

Spaceport

Located on each planet is a public spaceport. Spaceports are where players will board a subway for transport to another planet. A spaceport is a skeletal structure

designed to house one or more Transport Housings. Kiosks are also present at a spaceport.

Transport Housing

Transport Housings are docking cradles on the ground for transport ships. Transport housings may be part of the spaceport.

Transport Ship

A Transport Ship is capable of holding X number of players. Players enter the transport through a set or sets of sliding doors.

Kiosk

Outside each spaceport are one or more kiosks. The number of kiosks at a spaceport depends on the amount of crowding during open beta. Kiosks have travel information about particular routes, and allow players to purchase tickets.

Tickets

Tickets are purchased for travel from a specific destination, to a specific destination. Tickets are purchased for one specific leg. Each leg has a cost associated with it. Players must hold one ticket for each leg they intend to travel. Tickets are one way. Players wishing to return to their starting planet must purchase another ticket.

Cargo Repository

Cargo repositories are large warehouse buildings located as part of space stations. Players can ship as well as pick up cargo between planets here.

System Details – Subway System

Several systems are described here. The first is a core planetary travel system, dubbed the subway system. Another system describes how to travel to isolated planets/systems. All planets have subway access in the initial release with the exception of Hoth, Endor, and Yavin IV. A final system describes how cargo is transported between planets.

Core Requirement: Ability to travel standard planetary routes from one place to another

Deciding on a destination

Players wishing to travel from one system to another will need to travel to the public spaceport. Within the spaceport are kiosks. Clicking on the kiosk shows details on the travel route, as well as allows players to buy and sell travel tickets. Kiosks contain prices for each leg of a route. Players can buy a ticket to a single leg of a journey, or specify an end destination. Either way, if they have enough credits, the appropriate numbers of tickets are purchased as an intangible item in the players PDA. Once players purchase tickets for their destination, they approach the transport housing for the direction of travel the wish to take. There are two transports per travel route at the spaceport, one for each direction.

Boarding the transport

Once players purchase tickets for their destination, they board the transport ship. Transport ships have several doors, some exit only, some enter only. Players are not permitted to enter exit doors and vice versa. Players will step up to the enter doors, and enter the transport. Tickets for the appropriate leg are removed with a message text or verbal message from the players PDA. Players without a ticket are not permitted to enter a transport ship. Players without tickets attempting to board receive verbal or text messages indicating why.

Transport takeoff

Once a transport is full, or another player has not boarded the transport within a certain time (15 seconds), all doors seal and the transport takes off. Players outside the transport watch the transport slide out of the docking cradle and fly off to the destination. A few seconds later, (20 seconds) another transport lands in the transport cradle, and if passengers are onboard, allows them to exit out the exit doors.

Transport travel

The inside of a transport looks like a public transit system. Areas sectioned off into small groups with tables and chairs. Ideally, several holo-chess, and sabacc tables of some kind are interspersed. Players ride the transport to the next destination on the travel route. Players are free to walk around, socialize, play holo-chess, play sabacc, trade, etc. There is no combat on transports; all transports are safe, regardless of origin or destination. The amount of time players will travel in the transport depends on the distance to the next destination on the travel route. The longest stretch should take no longer than 8 minutes, and most should take 3-5 minutes. Out the windows, players see the purple hyperspace tunnel (depicted in Return of the Jedi). Players are also welcome to consult the various maps scattered around the ship, showing all details of the subway system. Kiosks on the ship allow players to purchase additional tickets, just as if they were planetside. Technologically, we zone to the next planet during this time. If technically possible, a players experience is seamless. They walk onto the transport on Corellia, they fly for a few minutes, and get off the transport at Tatooine with no break in gameplay. An easier alternative is to zone the next planet and transport ship interior when you enter the ship.

Transport arrival

After the appropriate time elapses, the transport lands. Announcements of "Arrival at planet X. Next stop, planet Y" happen from time to time during the last 30 seconds of travel. If a player has not reached their destination and has a ticket for the next leg of the journey, they continue sitting, socializing, playing holo-chess, sabacc, etc., and the transport takes off 15 seconds after the last player boards. As the doors are sealed, the appropriate tickets deduct from a players PDA. If a player has arrived at their destination, they may exit the exit doors. If a player does not have a ticket for the next leg of the journey, they are automatically booted of the transport as the doors to the transport are sealed.

Features & Future Requirements

Future planets will obviously require additional travel routes, as well as subways/charters to enable players to get there.

System Details – Charter System

The planets of Hoth, Endor, and Yavin IV are not accessible through the normal subway system. Due to their backwater location, players require a different method of travel.

Core Requirement: Ability to travel to remote locations, specifically Hoth, Endor, and Yavin IV

Deciding on a destination

Travel between a standard planet and a remote location is a bit different than standard travel. There are no scheduled routes between isolated planets and non-isolated ones. Players must charter a passage between planets. There is only one route to a non-isolated planet. The galactic map (currently unfinished) contains details. Under the current map, the only route to Endor would be a chartered passage between Corellia and Endor. Players reach Yavin IV thorough chartered passage from Dathomir.

Chartering passage

Players desiring passage to remote planets follow a different procedure, and must secure charter. Each planet containing charter routes contains one or more charter specific kiosks, as well as charter specific landing strips. Like subway travel, visiting kiosks allows players to buy tickets for these specialized routes. Unlike subway travel, tickets purchased are round trip. Chartering passage is also even more horrendously expensive than normal subway travel.

Chartered takeoff

Transports in the subway all look identical, similar to any modern public transport system. With chartered transport however, each ship should look as unique as possible. A system allowing color hue and ship wear variations to make ships look as unique as possible is ideal here. Rules for boarding a charter vessel are identical to public transport rules.

Transport travel

The inside of a transport looks a bit different than the public transit system, but should still allow players to participate in the same activities. Travel time on remote planets is a bit longer than established public transport routes, the longest stretch should take no longer than 12 minutes, and most should take 7-9 minutes. Other travel and technological goals remain the same as with subway travel. The exception is kiosks; while there may be areas to examine maps and planetary information, players are unable to buy tickets or charter craft while in flight.

Transport arrival

After the appropriate time elapses, the charter lands. Announcements of "Arrival at planet X" happen from time to time during the last 30 seconds of travel. After 15 seconds of doors open, all players who have not exited are booted off the charter. Charter craft promptly take off to destinations and goals unknown.

Remote planet landing strips

Unlike the bright shiny spaceports of standard planets, landing strips on remote locations consist of little more than an area for ships to land, and a designator of some

kind. Only a small number of ships have room to land at one time. This number is undecided. (probably 3)

Returning to civilization

Players wishing to return to civilization visit their PDA to call the ship they chartered to take them home, interface to be decided later.

Features & Future Requirements

Future backwater planets require additional travel routes, as well as charters to enable players to get there. I see backwater planets as a huge area for expansion. A planet that comes to mind immediately is Dagobah.

System Details – Cargo Transport

Players are not able to carry the vast amounts of cargo they desire in order to run a productive business. As a result, players need an interplanetary cargo transport system.

Core Requirement: Ability to transport cargo between planets

Shipping Cargo

Part of a spaceport is a building for cargo transportation. Players will approach the building and bring up an interface screen witch will allow players to ship cargo to a planet, and allow its pickup only by specified individuals, guilds, friends list, etc. Players can also tag cargo for pickup by an individual to be named later, facilitating cargo delivery missions. Transporting cargo between planets is horrendously expensive. Transporting cargo between standard planets also takes are horrendous amount of time. Transport delivery will vary between planets and are undecided, but 8 real hours is a projected average. Transport times and costs between backwater planets are orders of magnitude more expensive and time intensive. After the sale, cargo forklifts pick up the cargo container and move it into the repository. Players then receive an in-game message form the Galactic Postal Service (or something) indicating what they delivered, where it is going, estimated time of arrival, etc.

Picking up cargo

When cargo arrives, a message from the Galactic Postal Service (or something) is sent to both the sender, and any parties eligible for pickup indicating arrival, time of arrival, arrival was successful, etc. Players that are members of this group can then travel to the cargo repository on the planet, and pick it up. A cargo forklift moves cargo from the repository to a place where players can pick it up.

Features & Future Requirements

Expansion packs add several features:

- Cargo delivery that is not guaranteed
- Insurance system for unsecured cargo
- Actually allowing players to shoot down Galactic Postal Service ships in space while they travel from one destination to another.
- Missions generated by the game for players to protect Galactic Postal Service ships while they travel from one planet to another.

Interface

To be determined later.

Assets Required

Galactic Map – 3D representation of the Star Wars universe. Players should be able to view, rotate, request details on a planet/location, etc. The map should show travel routes by name.

Spaceport – Large, tentlike structure.

Transport Housing – Docking cradle for transport ships. Steps are needed to walk into and out of the docked ships.

Transport Ship – Transport ship of some kind, likely a transport ships seen in the films. Inside should look like a public transport. Areas sectioned off into small groups with tables and chairs. Ideally, several holo-chess tables of some kind are interspersed.

Charter Ships – Specialized ships for traveling to backwater routes. Ideally as unique and varied as possible.

Kiosk – Standing kiosks have logos proclaiming the name of the route they contain information for.

Travel Route Map – Each travel route needs a nice 3D animated transport map players can see as they plan their destination. A quick animation showing the various destinations with a computer voice "If you take the Correllia Line, you will pass by the wonderful planet of Rodia! Lush hills, with bountiful trees decorate this planet..."

Holo Chess – As seen in Star Wars: A New Hope, Chewbacca and R2-D2.

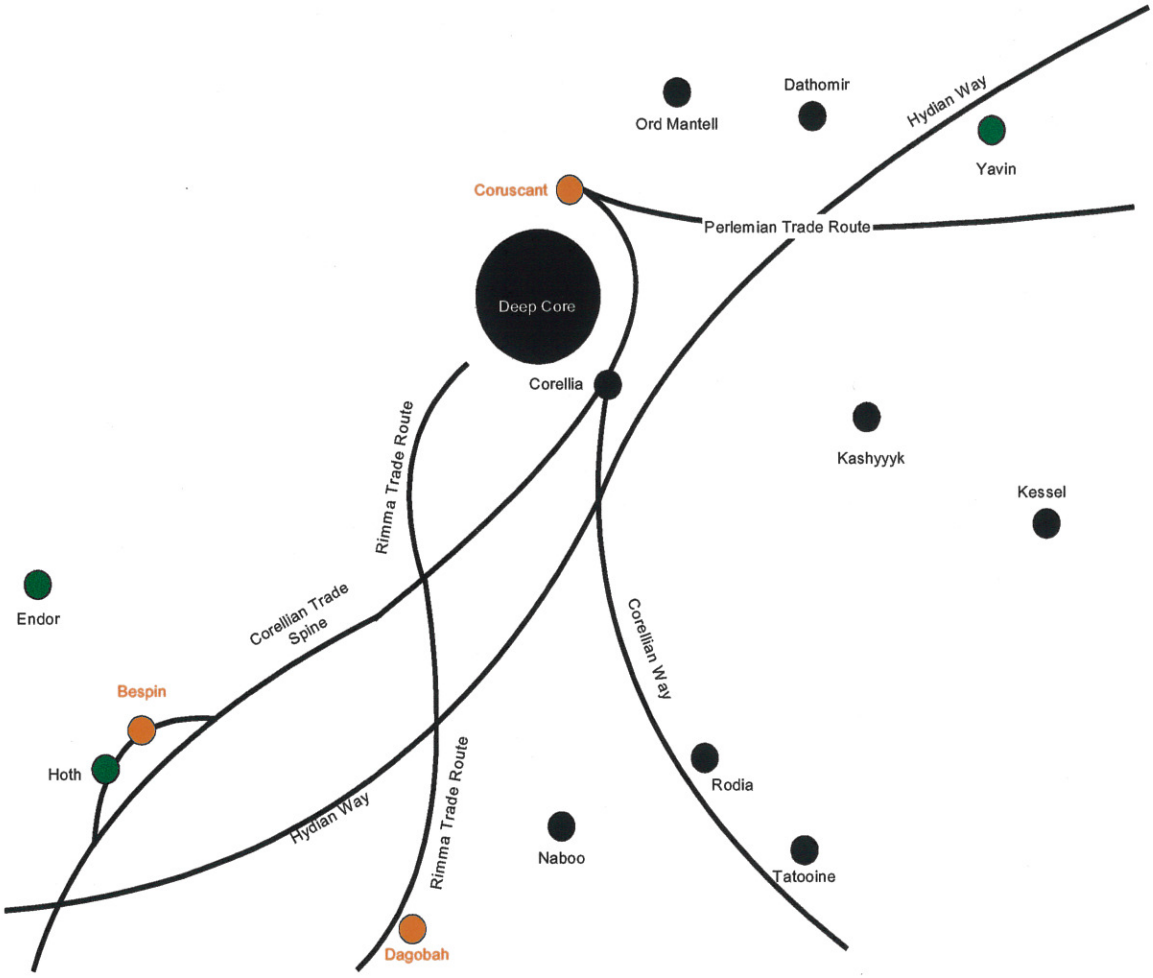
Sabacc table – Talked about extensively in the books. Rules exist for a complete game.

Cargo repository – A large warehouse for storing goods.

Revision Log

- Version 1.0, initial creation

A galactic map. Planets in red are for reference only. Planets in green will not have "subway" connections and will require chartered ships. Planets in black are on recognized trade routes and can be reached by "subway."



NPC SYSTEMS

A non-player character (NPC) fills a fictional role in the game universe, remaining available whenever players frequent the NPC's location. Some NPCs act impartially, fulfilling their role as a functionary and helping all players, while others act as fiction demands, only assisting players of a certain rank, skill, faction, species, or leadership role. In *Star Wars Galaxies*, the NPCs function primarily as guards, trainers, essential plot characters, or non-essential filler characters. The role of shopkeeper is reserved for Vendors, which are run by players (ref. *Vendors* document).

Vision

All transactions are done at player-run vendors or through the commodities market. Players are able to hire NPCs or droids to man their storefronts for them; they can configure these vendors to buy specific types of goods up to specific quantities and at certain prices, and also configure them to sell from their stock at particular prices. Vendors have ongoing costs, of course, making running profitable businesses a sub-game in its own right. Vendors will be customizable in species and appearance.

Vision Checklist:

- ❑ The game should offer a sense of discovery.
- ❑ The play environment should be customizable so that the players can change it to suit.
- ❑ We must have technology that allows expansion of the game dataset for minimum cost after launch.
- ❑ We must have full support for localization, including Unicode support on client and server.
- ❑ It must be easy to extend and add content to the game after ship.
- ❑ New strategies should come to light for the player as their play time continues.
- ❑ The game must be built to be reusable even if no such plans exist; this will ensure that Live support will be easier.
- ❑ *Star Wars Online* must provide multiple ladders of advancement so that new ways to play the game become apparent over time.
- ❑ Player-driven content will be a key element of the game.
- ❑ Experienced players will receive special privileges (such as playing Jedi).
- ❑ Big visual payoffs are important.
- ❑ We will scatter in as many little touches that add depth as we can. Wherever possible, these touches will relate to hidden or interesting aspects of the *Star Wars* universe.
- ❑ Humor and personality will be important in the game design.
- ❑ The game should have secrets and lore to it.
- ❑ We will offer great cultures to experience.
- ❑ We must encourage and support a community.
- ❑ Players need tools to shape their own experiences.
- ❑ We must encourage a sense of player ownership in the world.

System Details

Goal: Make them moderately interesting with a large variety.

Common Functions

1. An NPC must be able to provide the local time through conversation invoked by a player through interface or keyword.
2. An NPC must be able to provide directions to local structures through conversation invoked by a player through interface or keyword. The map on the PC's data pad will be updated with the location as well.
3. An NPC may react to a variety of character attributes, including faction, rank, species, and recent achievements. This is discussed more in the section on Conversation, below.
4. An NPC must be able to provide limited, but specific information, hints, and rumors derived from their own interactions.
5. An NPC must be able to provide information, hints, and rumors derived from a circular pool of events common to all localized NPCs. This is discussed more in the section on Conversation, below.

Attributes

1. Most species seen in the movies must be represented.
2. An NPC is named from a large pool of common NPC character names sorted minimally by species and gender. Spawn locations (spawners?) may define their own spawn list.
3. NPCs utilize the same stat system as players.
4. NPCs utilize the same skill system as players.
5. NPCs live and die under the same rules as regular players.
6. Each NPC has a faction and reacts (in conversation, trade, and training) to the faction of a player.
7. Similarly, NPCs also have attitudes and react accordingly towards player attributes, such as species, rank, and faction.

Spawning

1. NPC's spawning in Player Cities
    a. Certain types of buildings spawn NPCs. (Bars spawn patrons.)
    b. Players can set up their establishment to draw a certain kind of NPC.
2. Players can establish businesses/residences in static cities – but cannot vote.
3. For NPCs, there is a static spawn system, similar to that in Everquest and dynamic, personal spawns based on mad-lib mini-quests.
4. Spawn based on structures & player density

Movement

1. Some NPCs are static and cannot move.
2. Others NPCs can move. Chris will provide the necessary, brilliant pathfinding algorithms to do this.
3. An NPC script can direct movement: going to, following, etc.

Conversation

Player-news-events, such as reaching a level of certification, are posted to a central NPC news database (circular queue.) NPCs draw on this information and may

congratulate the affected player. The player may be congratulated up to N times before the event is flagged and the player will not hear the event again. In addition, the event may be mentioned to N other players before the event is removed entirely from the news database. Regardless, the event may disappear in 24 hours or may be overwritten by newer events.

We will provide a static conversation system with dynamic aspects through noun variation.

Mad-lib mini-quests will also be possible (see the Missions design document).

NPCs will be capable of providing various sorts of helpful conversational advice:

Directions / Time

Volunteering info (shop display?)

Static conversation blocks

- World
- Region
- Profession (ex. mining + blacksmithing = multiple profs)
- Faction

Training

To train and achieve certification levels in each skill, players must find a Guild Hall with an NPC trainer of a higher certification level. NPC trainers are found in fiction locations as well as player run locations. When a shard is started, there is no way for a player to achieve the highest certification levels because only player-run cities have Guild Halls that spawn higher level NPC trainers. (For further information, refer to the documents on Installations and Cities.)

Guards

Stormtroopers, Rebels, Police, and Thugs provide a factional and visual threat to players.

1. Guards are not invulnerable.
2. Guards cannot be hired directly by players.
3. Guards can be hired by player-run cities.

Shopkeepers

1. At present, there are no plans for NPC shopkeepers.
2. Newbie items are acquired when a character is first spawned.
3. Base component items are acquired when a newbie selects their skills from a Guild Hall.
4. Vendors operated by players provide Shopkeeping functionality.

Hirelings

At present, there are no plans for NPC hirelings.

Refer to the Pets document for information on specific types of NPCs owned by player characters.

Performance Optimizations

For performance reasons, NPCs 'sleep' when there are no players around.

Sleeping NPCs can be deleted if they are non-essential. Essential NPCs include trainers and those involved in quests.

Core Requirements

- ❑ All conversation subsystems and text must be easily localizable.
- ❑ NPCs react/respond to keywords, interface, and PC proximity.
- ❑ NPCs can provide map directions.
- ❑ NPCs can provide local (planet/location-specific) time.
- ❑ NPCs can provide recognition of rank and achievements.
- ❑ NPCs can provide dynamic hints and rumors.

Revision Log

1.	23-Sep-00	Draft revision.

NPC ART LIST

This document provides an overview of the NPC art assets required for launch and beyond, primarily listing the mesh requirements and source material for deriving them. The asset lists are broken down into PC / NPC Species, Fiction Characters, and Droids, and priority has been ascribed to each asset.

Vision

- The game should offer a sense of discovery.
- The game's visuals should scale up to still appear very good on users' hardware two years after the game ships.
- We will scatter in as many little touches that add depth as we can. Wherever possible, these touches will relate to hidden or interesting aspects of the *Star Wars* universe.
- There must be a sense of exploration.
- We will offer great cultures to experience.

Terms

The following acronyms are used to describe art reference material in the NPC asset lists:

SWC	Star Wars Chronicles
SWE	Star Wars Encyclopedia
SWEC	Star Wars: The Essential Guide to Characters
SWED	Star Wars: The Essential Guide to Droids
SWEPM	Star Wars: The Essential Guide to Planets and Moons
SWIG1	Star Wars: Insider's Guide - Episode 1
SWNH	Star Wars: A New Hope (Episode IV)
SWVD	Star Wars: The Visual Dictionary

System Details

Core Requirements

- PC / NPC Species
- Fiction Characters
- Droids
- Undefined NPC Species (no reference material yet)

PC Species

The following table lists the Star Wars species that can be selected by players for their characters. Each player species will have gender-specific meshes, a wide variety of morph targets, textures, coloring, animations, clothing, and equipment – all appropriate to the species.

PC Species	Gender	Source(s)	Page(s)	Planet
Bothan	Both	SWEPM; SWEC	114; 59	All
Human	Both	All	Many	All
Mon Calamari	Both	SWEPM; SWEC	124; 1-4	All
Rodian	Both	SWEPM	158	All
Trandoshan	Both	SWEPM; SWEC	200; 14-15	All
Twi'lek	Both	SWEPM	162	All
Twi'lek (Lethan, Red)	Both	SWEPM	162	All (Rare)
Twi'lek (Ruttian)	Both	SWEPM	162	All
Wookiee	Both	SWEPM; SWEC	106; 30-33	All
Zabrak	Both	SWE1	0	All

NPC Species

The following table lists the Star Wars species that can be spawned in the game world - either through random generation, pre-placed spawn event, or quest spawn event. Each NPC species will have gender-specific meshes.

NPC Species	Gender	Source(s)	Page(s)	Planet	Priority
Aqualish, species 1, hand	Both	SWEPM; SWEC	16; 10-11	All	Required
Aqualish, species 2, fin	Both	SWEPM;	16;	All	Required
Arcona	Both	SWE	13	All	
Askajian	Both	SWEC	64	All	
Bith	Both	SWEC	38-39	All	Required
Chadra-Fan	Both	SWEC	86	All	
Chevin	Both	SWEC	109	All	
Devaronian	Both	SWEC; SWNH	100; cantina	All	
Dug	Both	SWE1			
Duros	Both	SWEPM	76	All	
Ewok	Both	SWEPM	78	Endor	Moderate
Gamorrean	Both	SWEPM	90,152	All	Required
Gotal	Both	SWEPM	20	All	
Gran	Both	SWEC	132	All	Required
Gungan (Ankura)	Both	SWIG1		Naboo	Required
Gungan (Otolla)	Both	SWIG1		Naboo	Required
Hutt	Both	SWEPM	198	All	Required
Ishi Tib	Both	SWE	143	All	Moderate
Ithorian	Both	SWEPM	100	All	
Jawa	Both	SWEPM	176	Tatooine	Required
Kitonak	Both	SWEC	130-131	All	
Klatooinian	Both	SWEC	12	All	
Kowakian Monkey Lizard	Both	SWEC	35	All	
Kubaz	Both	SWEC	65	All	
Nikto (Esral'sa'Nikto)	Both	SWIG1		All	
Nikto (Gluss'sa'Nikto)	Both	SWIG1		All	
Nikto (Kadas'sa'Nikto)	Both	SWIG1		All	
Nikto (Kajain'sa'Nikto)	Both	SWIG1		All	
Nikto (M'shento'su'Nikto)	Both	SWIG1		All	
Ortolan	Both	SWEC	130-131	All	
Quarren	Both	SWEPM	124	All	
Selonian	Both	SWEPM	166	All	
Shistavanen	Both	SWVD	59	All	
Sullustan	Both	SWEPM	168	All	
Talz	Both	SWEPM; SWEC	10; 87	All	
Toydarian	Both	SWE1			
Tusken Raider	Both	SWEPM; SWEC	176; 175	Tattooine	Required
Weequay	Both	SWEC	183	All	

Fiction Characters (artwork required)

The following table lists characters that **require specific mesh or texture modifications** to the base species to effectively reflect them in the game.

FICTION CHARACTERS				
Name (Species)	**Source(s)**	**Page(s)**	**Planet**	**Priority**
Darth Vader (Human)	SWEC	176-179	Many	Required
Dengar	SWEC	42-43	Many	Moderate
Emperor Palpatine (Human)	SWEC	122-125	Many	Low/Space
Emperor's Royal Guard (Human)	SWEC	52	Many	Low/Space
Gethzerion	SWEC	67	Dathomir	Required
Han Solo (Human)	SWEC	144-148	Many	Required
IG-88 (Droid)	SWEC	73-74	Many	Required
Jabba the Hutt (Hutt)	SWEC	78-81	Tatooine	Required
Leia Organa (Human)	SWEC	152-156	Many	Required
Luke Skywalker (Human)	SWEC	137-142	Many	Required
Mara Jade (Human)	SWEC	82	Many	Required
Mon Mothma (Human)	SWEC	110-112	Many	Required
Wedge Antilles (Human)	SWEC	5-8	Many	Required

It was generally agreed that creating special meshes, textures, and clothing should be limited to only the most important characters.

The characters Hermi Odle, Rapotwanalantonee, and Rystáll are delayed because their meshes were only appropriate for one character.

Although human, Dengar was added to the list because special meshes are required for his headgear and armor.

Fiction Characters (no artwork)

The following table lists characters that require **no additional artwork** to the base species to adequately reflect them in the game. They are noted in this document for the purpose of thoroughness and clarity (and in case we wish to add or remove entries from either Fiction Character list.)

CHARACTERS						
Name	**Species**	**Sex**	**Source(s)**	**Page(s)**	**Planet**	**Priority**
Admiral Ackbar	Mon Calamari	M	SWEC	1-4	Many	Required
Barada	Klatooinian	M	SWE	22	Tatooine	Required
Bib Fortuna	Twi'lek	M	SWEC	60-61	Tatooine	Required
Boba Fett	Human	M	SWEC	55-58	Many	High
Bossk	Trandoshan	M	SWEC	14-15	Many	High
Brea and Senni Tonnika	Human (twins!)	F	SWEC	171	Tatooine	?
C-3PO	Droid	D	SWEC	16-21	Many	Required
Chalmun	Wookiee	M	SWE	46	Tatooine	?
Chewbacca	Wookiee	M	SWEC	30-33	Many	Required
Droopy McCool	Kitonak	M	SWEC	130-131	Tatooine	Required
Ephant Mon	Chevin	M	SWEC; SWE	109; 45	Tatooine	Low
Garindan	Kubaz	M	SWEC	65	Tatooine	Low
General Jan Dodonna	Human	M	SWEC	45	Yavin 4	Required
Greeata	Rodian	F	SWVD	48	Tatooine	Required
Hobbie	Human	M	?	?	Yavin 4?	Moderate
Kabe	Chadra-Fan	F	SWEC	86	Tatooine	Moderate
Klaatu	Nikto	M	SWE	166	Tatooine	Required
Labria	Devaronian	M	SWEC	100-101	Tatooine	Moderate
Lak Sivrak	Shistavanen Wolfman	M	SWEC	136	Tatooine	?
Lyn Me	Twi-lek	F	SWVD	48	Tatooine	Low

Malakili	Human	M	SWVD	61	Tatooine	Required
Max Rebo	Ortolan	M	SWEC	130-131	Tatooine	Required
Momaw Nadon	Ithorian	M	SWEC	113-114	Tatooine	Moderate
Muftak	Talz	M	SWEC	87	Tatooine	Moderate
Nien Nunb	Sullustan	M	SWEC	119-120	Many	High
Oola	Twi-lek	F	SWEC; SWE	121; 44	Tatooine	Required
R2D2	Droid	D	SWEC	17-21	Many	Required
Ree-Yees	Gran	M	SWEC	132	Tatooine	Moderate
Salacious Crumb	Kowakian monkey-lizard	M	SWEC	35	Tatooine	Required
Sy Snootles	Unknown	M	SWEC	130-131	Tatooine	Required
Talon Karrde	Human	M	SWE; SWEC	157-158; 88-89	Many	Low/Space
Tessek	Quarren	M	SWEC	165	Tatooine	Moderate
Wittin	Jawa w/bandoliers	M	SWVD		Tatooine	Low
Yarna d'al' Gargan	Askajian	F	SWEC	64	Tatooine	Low

Droids

The following table lists droids intended for the first release.

DROIDS Model	Source(s)	Page(s)	Priority
3PO Protocol Droid	SWED; SWEC	16-17; 16-21	Required
501-Z Police Droid (ZED)	SWED	170-171	
8D8 Smelting Operator	SWED	s	
8T88	SWED	200-201	
Arakyd Probot Series	SWED	142-143	High
Automated Sabacc Dealer	SWED	50-51	Moderate*
CLL-8 Binary Load Lifter	SWED	96-97	
CZ Secretary / Comm Droid	SWED	68-69	
Dark Trooper / Phase I	SWED	134-135	Low
Dark Trooper / Phase II	SWED	134-135	High
Dark Trooper / Phase III	SWED	134-135	Moderate
DZ-70 Fugitive Tracker Droid	SWED	154-155	
EG-6 Power Droid	SWED	106-107	Moderate
FX Medical Assistant	SWED	32-33	
G-2RD Guard	SWED	164-165	
IG Assassin Droid	SWED	148-149	High
Imperial Mark IV Patrol Droid	SWE	43	Moderate
Imperial Probe Droid "Probot"	SWVD	43	Required
IT-O Interrogator	SWED; SWVD	178-179; 42	Moderate
LE Repair Droid	SWED	112-113	High
LIN Demolitionmech	SWED	80-81	
MD Medical Specialist	SWED	30-31	Moderate
Messenger Droid	SWED	90-91	Low
MSE-6 ("Mouse Droid")	SWED	124-125	
R2	SWED; SWEC	8-9; 17-21	Required
R3	SWVD	42	Low
R4	SWVD	42	Low
R5	SWED	12-13	High
RA-7 Death Star Droid	SWED	126-127	Low
Robo-bartender	SWED	52-53	
TT-8L ("Tattletale")	SWED	48-49	Required
WED Treadwell	SWED	110-111	
2-1B Surgical Droid	SWED	28-29	High
12-4C-41 Traffic Controller	SWED	58-59	

Features & Future Requirements

The following table lists additional fiction characters slated for the *Space Expansion* that require specific mesh or texture modifications to effectively reflect them in the game.

FICTION CHARACTERS					
Name	**Species**	**Source(s)**	**Page(s)**	**Planet**	**Priority**
4-LOM (Droid)	Droid	SWVD; SWEC	53; 62	Many	Required
Ak-rev	Weequay?				
Borsk Fey'la	Bothan	SWE; SWEC	102; 59		
Captain Gilad Pellaeon	Human	SWEC	126	?	?
Dannik Jerriko	Anzati	SWEC	84	Tatooine	Moderate
Dr. Evazan	Human*	SWEC	10-11	?	High*
Garm Bel Iblis	Human	SWEC	71	?	?
General Crix Madine	Human	SWEC	107		
Grand Admiral Thrawn	Humanoid	SWEC	167-168	?	Moderate
Hermi Odle	Baragwin				
Lando Calrissian	Human	SWEC	23-26	Many	Required
Lobot	Human-Cyborg	SWEC	104-105	Bespin	Required
Mako Spince	Human	SWEC	157-158	Nar Shaddaa	
Ponda Baba	Aqualish	SWE; SWE	19; 10-11	?	High*
Rapotwanalantonee	Shawda Ubb				
Rystáll (Unknown)	Humanoid				
Salla Zend	Human	SWEC	193-194	Nar Shaddaa	?
Shug Ninx	Humanoid	SWEC	115-116	?	?
Talon Karrde	Human	SWE; SWEC	157-158; 88-89		
Umpass-stay	Humanoid				
Zuckuss	Gand	SWEC; SWVD	195; 53	Many	Required

Future Species

The following table lists species that are delayed until a future add-on or ones that we do not have enough information about to make a decision on their appearance in the first release.

NPC Species	Gender	Source(s)	Page(s)	Planet	Priority
Abyssin	?	SWC	?	?	
Advozse	?	WC	?	?	
Anzati	?	SWC	?	?	
Baragwin	Both	SWVD	45	All	
Cerean	?	?	?	?	
Elom	Both	SWVD	47	All	
Gand	Both	SWEC	195	All	Required / Space
Givin	?	SWC	?	?	
Hare Mouse	?	SWC	?	?	
Lamproid	Both	SWVD	59	All	
Lannik	?	SWE1	?	?	
M'nemthe	?	SWC	?	?	
Morseeian	?	SWC	?	?	
Noghri	?	?	?	?	
Ranat	?	SWC	?	?	
Sakiyan	?	SWC	?	?	
Saurin	Both	SWVD	58	All	
Shawda Ubb	Both	SWVD	48	All	
Snivvian	Both	SWVD	47	All	
Stennes Shifter	?	SWC	?	?	
Tin Tin Dwarf	?	SWC	?	?	
Ugnaught	Both	SWEPM	38,186	Bespin	Required / Space
Wiphid	Both	SWVD	47	All	

Yam'rii	?	SWC	?	?
Yarkora	?	?	?	?

As the remaining unknown species have been cut for the first release, characters such as Dannik Jerriko and Zuckuss must be removed or delayed until a future update.

Revision Log

- 27-Sep-00 Draft revision
- 29-Sep-00 Updates from design meeting.
- 06-Oct-00 Updates from Haden and follow-up design meeting.
- 09-Oct-00 Cleanup and additions following e-mail from Haden.

PLANET LIST

The purpose of this document is to briefly describe the list of planets, categorized by size. Each planet comes with a movie and/or book reference, a list of key points, a list of monsters, and any special notes.

Vision

The planet selection was based on preliminary suggestions to create four planets of size 8x8 and eight planets of size 4x4 with various handcrafted areas, and twenty planets of size 4x4 with little or no handcrafted elements.

Planet	Size	Handcrafting
4	8x8	More handcrafting.
8	4x4	Less handcrafting.
20	4x4	Little or no handcrafting.

System Details

Core Requirements

- Four (4) planets of size 8x8 with more handcrafting.
- Eight (8) planets of size 4x4 with less handcrafting.
- Twenty (20) planets of size 4x4 with little or no handcrafting.

FOUR 8x8 PLANETS

- Tatooine
- Corellia
- Naboo
- Yavin 4

EIGHT 4x4 PLANETS

- Ando
- Hoth
- Dathomir
- Kessel
- Kashyyyk
- Rodia
- Endor
- Ord Mantell

TWENTY 4x4 RESOURCE PLANETS

- 10 planets that are in the same system as the primary twelve (for example, Corellia II through V).
- 5 planets that are lesser-known and that have no recognizable distinguishing characteristics about them (for example, Dantooine).
- 5 planets that we invent from whole cloth.

Tatooine

Reference:
Star Wars: A New Hope
Star Wars Episode 1: The Phantom Menace

Size:
8x8

Terrain:
Desert
Canyons

Homeworld:
Jawas
Tusken Raiders

NPCs:
Various

Creatures:
Bantha
Cliffborer Worm
Dewback
Krayt Dragons
Ronto
Womprat

Locations:
Mos Eisley
Mos Espa
Jabba's Palace
Beggar's Canyon
Sarlacc Pit (Pit of Carkoon)
Jawa Fortress / Smelter
Tusken Raider Encampment
Cantina
Dune Sea
Jundland Wastes

World of deserts and sandstorms, Tatooine lies on the Outer Rim, isolated from the most civilized places in the Empire. Inhospitable at the best of times, it serves as home to many hardscrabbling colonists who live by moisture farming and less legal pursuits. Two blazing suns bake the terrain; in that sort of heat, the differences between the endless Dune Sea and the Jundland Wastes, the majestic red rocks of Beggar's Canyon and the flats outside of the city of Mos Eisley, seem to evaporate.

Tatooine is now famous as the home of Luke Skywalker, but is also known for being the home of the notorious gangster Jabba the Hutt. Our depiction of the planet will include the principal cities of Mos Eisley and Mos Espa, as well as Jabba's Palace, Beggar's Canyon (we even hope to have some pod racers out there...) and signature locations from the films, such as Ben's house, the pit of the mighty Sarlacc, and of course the famous cantina.

As a central fiction planet, the amount of building that players will be able to do on Tatooine will be curtailed. We will be supplying artwork for Tatooine-specific housing and installations such as moisture vaporators.

Corellia

Reference:
Essential Guide to Planets and Moons

Size:
8x8

Terrain:
Fields
Forests
Seas
Urban/City

Homeworld:
Humans

NPCs:
Humans
Selonians
Drall

Creatures:
Corellian Sand Panther

Locations:
Coronet City
Selonian Tunnels
Treasure Ship Row (bazaar)
Corona House
Farm Town
The Gold Beaches (if appropriate)

Corellia, the home of Han Solo, is actually one of a system of five planets, all colonized and habitable. Lush and green, with farms and forests and plains, Corellia itself is Earth-like, but the neighboring system planets are more varied in terrain. However, the Corellian colonists have transported their architectures and creatures to all the worlds, and today the system stands as a clearly coherent single society spread across five worlds.

The capital, Coronet City, is famed for its open parks and wide roads. How, it is out in the wilderness that the planet grows really interesting. With five worlds to spread out on, there are vast areas of the Corellian system that are basically open to any hardy adventurer or homesteader. Farms dot the landscape, but dangers such as the Corellian Sand Panther make it a dangerous thing to venture too far beyond the fields.

We will be creating the locations of Coronet City, the Selonian tunnels under the city, and the bazaar of Treasure Ship Row. In addition, the landscape will have farms and the like. However, we will also be making use of the unexplored areas as potential locations for housing and adventure. The five Corellian worlds will share architecture and creatures.

Naboo

Reference:
Star Wars Episode 1: The Phantom Menace

Size:
8x8

Terrain:
Forests
Oceans
City

Homeworld:
Gungans

NPCs:
Humans
Gungans

Creatures:
Chuba
Colo Claw Fish
Falumpaset
Eopie
Fambaa
Green glie
Ikopi
Kaadu
Mott
Nuna
Opee Sea Killer
Peko Peko
Pikobis
Sando Aqua Monster
Shaak
Shiro trap
Tooke
Veermok

Locations:
Theed City
Theed Palace
Otoh Gunga
Naboo Swamp
Gungan Sacred Place

First seen in *The Pahntom Menace,* Naboo is a planet that has been extremely important in the history of the galaxy. As the homeworld of Palpatine, it was the springboard from which the Sith Lord began his rise to Emperor. As homeworld of Queen Amidala, mother of Luke Skywalker and Leia Organa, it offers hope for the salvation of the ideal of the Republic.

Naboo is a world of varied terrain, ranging from gently sloping green hills devoid of trees to dense swampy forests interspersed with unfathomably deep lakes. The capital city of Theed is an open, airy place, bisected by a river that crashes into a tremendous waterfall down a majestic cliff. And beneath the waters and hidden in the woods reside the native species, the Gungans, whose amazing bubble-like underwater city of Otoh Gunga is a marvel few have seen.

We will be portraying all of these locations, as well as rocky islands off the seacoast, and the underwater areas of the planet's core.

As Naboo has vast expanses of wilderness, much of the planet will be available for housing and resource mining. We will be making use of custom architecture designed specifically for this planet.

Yavin 4

Reference:
Star Wars: A New Hope
Essential Guide to Planets and Moons

Size:
8x8

Terrain:
Jungles, Volcanic Mountains, Rivers

Homeworld:
No (The Massassi are extinct.)

NPCs:
Humans (Alliance Rebels)

Creatures:
Armored eels
Mucous Salamanders
Piranha-beetles
Runyips
Spider Anglers
Stintaril
Tree ticks
Whisper Birds
Woolamanders

Locations:
Exar Kun's Temple(s)
The Great Temple
Rebel Base
Palace of the Woolamander
Dark Side Temple(s)

Hot jungles filled with steamy mists; rivers that flow sluggish and slow like mud; ragged mountain ranges that shudder and crack open to reveal volcanic crevices—all this is Yavin IV, the fourth moon of the gas giant Yavin, and a place long prominent in the history of the Jedi.

At the time of our game, Yavin IV's base has been abandoned, as the Empire knows its location, but a small garrison force can still be found there. This does not mean, however, that Yavin is deserted—far from it. Many kinds of strange and alien beasts still lurk in the wilderness, and occasionally they prove fatal to the unwary traveler who comes seeking ancient artifacts in the Massassi temples.

Our portrayal of Yavin 4 will include these varied landscapes and the important historical locations such as Exar Kun's temple.

Ando

Reference:
Essential Guide to Planets and Moons

Size:
4x4

Terrain:
Seas and Small Islands

Homeworld:
Aqualish (NPCs)

NPCs:
Aqualish
Humans

Creatures:
Andoan Mineral Fish

Locations:
Island Castle
Fishing Platforms
Quantill City
Island Communities

A water world whose surface is broken only by atolls and fishing platforms, Ando is the home of the belligerent Aqualish. This world affords us the opportunity to explore countless small islands that are largely uncolonized and undiscovered, as well as the vast oceans and the hidden depths below the sea's surface.

Our depiction of this planet will include underwater areas with new creatures, as well as new land creatures found on remote islets. Players will be able to harvest the many aquatic species of the world, as well as venture to Quantill City and the Island Castle.

Hoth

Reference:
Star Wars: The Empire Strikes Back
Essential Guide to Planets and Moons

Size:
4x4

Terrain:
Glacier Fields

Homeworld:
No

NPCs:
Humans (Alliance Rebels)

Creatures:
Wampas
Tauntauns
Tauntaun food (rodents)
Ice snakes

Locations:
Echo Base
Wampa's Lair(s)
Ice Geysers

Familiar from *The Empire Strikes Back*, Hoth is a world of glorious vistas and inhospitable cold. During our time period, it is home to Echo Base, the principal center of operations for the Rebellion.

Freezing at best and far more frigid at night, Hoth may be inhospitable at first glance. But secrets wait deep under the ice. Hot springs lurk deep in underground caves, and even the snow and ice hides a rugged, varied landscape, as well as a unique range of native creatures ranging from the fearsome wampa and ice snakes to the gentler domesticable tauntaun.

Visiting Hoth will require a special charter vessel, of course, and any Imperial-aligned players who happen to come into view of Echo Base will be dealt with rather roughly…

Dathomir

Reference:
Essential Guide to Planets and Moons

Size:
4x4

Terrain:
Forests
Mountains
Desert

Homeworld:
No

NPCs:
Humans (Mostly female)

Creatures:
Rancor

Locations:
Singing Mountain Clan Village
Imperial Prison
Nightsisters Lair(s)

Wild and mysterious, Dathomir is a craggy world of forests and deserts, home to tribes of strongly Force-sensitive witches and the Nightsisters, their cousins beholden to the Dark Side. It is also home to an Imperial prison, which means it affords even more interesting adventures.

Our depiction of Dathomir will of course include the prison, the Singing Mountain clan of the witches of Dathomir, a clan of Nightsisters, and the usual hazards of wilderness: rancors roaming loose, for example.

Players will be able to colonize remote areas of the planet (unbeknownst to the natives or the Empire, of course), as the planet is on trade routes in order to keep the prison supplied.

Kessel

Reference:
Essential Guide to Planets and Moons

Size:
4x4

Terrain:
Desolate Salt Flats
Craters
Mines
Prison
Refinery

Homeworld:
No

NPCs:
Humans
Various (prisoners/miners/guards)

Creatures:
Bogeys
Energy Spiders

Locations:
Imperial Prison
Spice Mines
Spice Factories

The surface of Kessel is largely salt flats, not even habitable without breathing equipment. Low gravity fails to keep even a meager atmosphere on the surface—but who cares? The real riches lie underground: the glitterstim that is Kessel's secret wealth.

Home to an Imperial prison where the inmates slave all day and night in dark tunnels harvesting spice, Kessel is definitely one of the least inviting worlds in the galaxy. But the tunnels afford much adventure, as they lead deeper and deeper into the planet's core, revealing new secrets to the intrepid explorer.

Our depiction of Kessel will include the Imperial prison, and of course the spice mines and factories. Possibly, the garrison moon will also be represented.

Kashyyyk

Reference:
Essential Guide to Planets and Moons

Size:
4x4

Terrain:
Forests
Tree Cities

Homeworld:
Wookiee

NPCs:
Wookiees
Humans

Creatures:
Carnivorous Syren plants
Flesh-shredding Katarn lizards
Poisonous spiders
Smothering protoplasmic slugs
(and more)

Locations:
Wookie tree villages (Rwookrrorro)
Shadow Forest

Home to the Wookiees, Kashyyyk is a wondrous world of majestic Wroshyr trees concealing a frightening maze of spider webs closer to ground. Deadly and dangerous, the lower reaches of Kashyyk, known also as the Shadow Forest, have rarely been explored, and even then only by the most intrepid of explorers.

Our depiction of this world will include both the upper canopies, with their Wookiee cities and graceful curved roofs; and the deadly darkness that exists lower down the trunks, where light cannot reach, and bioluminescent creatures await to swallow the unwary.

Rodia

Reference:
Essential Guide to Planets and Moons

Size:
4x4

Terrain:
Jungles
Urban/City

Homeworld:
Rodians

NPCs:
Rodians

Creatures:
Ghest and "voracious armies of predators"

Locations:
Equator City
Chekkoo Enclave
Iskaayuma

The native world of the green-skinned Rodian species made famous by Greedo in the original *Star Wars* film, Rodia is a world full of steaming jungles and vicious predators.

Our version of Rodia will focus on Equator City, a raucous pleasure city and casino town, and n the highly dangerous wildernesses that exist beyond the relatively small civilized areas. Players will be able to explore, hunt deadly creatures, and build (if they can survive!) their own towns and settlements.

Of course, in order to do this, they'll have to keep the Grand Protector, a warlord who dominates the planet's politics, happy…

Endor

Reference:
Star Wars: Return of the Jedi
Essential Guide to Planets and Moons

Size:
4x4

Terrain:
Forests, Mountains

Homeworld:
No

NPCs:
Ewoks

Creatures:
Blurrrg
Boar-wolves
Condor Dragon
Goraxes
Dulok
Rearing spider
Teeks
Tempter
Yuzzum

Locations:
Yawari Cliffs
Ewok Village
Desert of Salma
Dragon's Pelt Savanna
Imperial Shield Generator (quest only?)
Marauder castle

At the time that our game is set, Endor is an obscure moon circling an obscure gas giant in an obscure corner of the galaxy. Which of course makes it appealing to adventurous explorers and exploiters of natural resources…

Inhabited by a wide range of creatures ranging from the furry Ewoks to the gigantic gorax, the forest moon of Endor boasts much more than just forests. Ewok villages afloat on placid lakes, with their towering conical platform structures, contrast sharply with the imposing stone castle of the marauders stranded here when their ship crashed on Endor.

We intend to present as many of the vastly differing regions of Endor as possible. The forest and mountains, as well as the lake areas, the Ewok villages and the castle are all likely to be included.

Ord Mantell

Reference:
Essential Guide to Planets and Moons

Size:
4x4

Terrain:
Plains
Seas
Urban/City

Homeworld:
No

NPCs:
Various

Creatures:
Mantellian savrip (hologame monster)

Locations:
Casinos ("Lady Fate")
Ord Mantell Junkyard
Ten Mile Plateau

A den of thieves and rogues and also a glittering world of jewelry and gambling, Ord Mantell reveals the dichotomy behind organized gambling: it offers up both the glamour and the seediest side of life in the galaxy.

Home to countless bounty hunters and fortune seekers, Ord Mantell is a rocky world whose coastlines are covered with casinos. Players can choose to venture to the dangers of the sabacc tables, or the dangers of hunting the savrip deep in the wilderness and the scrap heaps of abandoned machinery that cover the outer reaches of civilization on the planet.

BUILDINGS LIST

Player Venues

Locale	Type	Description
Tatooine	House Style One	Smallest
	House Style Two	Medium
	House Style Three	Humongous
	Shop Style One	Kiosk
	Shop Style Two	Bar
	Shop Style Three	Workshop
Corellia	House Style One	Smallest
	House Style Two	Medium
	House Style Three	Humongous
	Shop Style One	Kiosk
	Shop Style Two	Bar
	Shop Style Three	Workshop
Yavin 4	House Style One	Smallest
	House Style Two	Medium
	House Style Three	Humongous
	Shop Style One	Kiosk
	Shop Style Two	Bar
	Shop Style Three	Workshop
Naboo- Theed	House Style One	Smallest
	House Style Two	Medium
	House Style Three	Humongous
	Shop Style One	Kiosk
	Shop Style Two	Bar
	Shop Style Three	Workshop
Naboo - Underwater	House Style One	Smallest
	House Style Two	Medium
	House Style Three	Humongous
	Shop Style One	Kiosk
	Shop Style Two	Bar
	Shop Style Three	Workshop
Ando	House Style One	Smallest
	House Style Two	Medium
	House Style Three	Humongous
	Shop Style One	Kiosk
	Shop Style Two	Bar
	Shop Style Three	Workshop

Locale	Type	Description
Rodia	House Style One	Smallest
	House Style Two	Medium
	House Style Three	Humongous
	Shop Style One	Kiosk
	Shop Style Two	Bar
	Shop Style Three	Workshop
Kashyyyk	House Style One	Smallest
	House Style Two	Medium
	House Style Three	Humongous
	Shop Style One	Kiosk
	Shop Style Two	Bar
	Shop Style Three	Workshop
Endor	House Style One	Smallest
	House Style Two	Medium
	House Style Three	Humongous
	Shop Style One	Kiosk
	Shop Style Two	Bar
	Shop Style Three	Workshop
Ord Mantell	House Style One	Smallest
	House Style Two	Medium
	House Style Three	Humongous
	Shop Style One	Kiosk
	Shop Style Two	Bar
	Shop Style Three	Workshop
Dathomir	House Style One	Smallest
	House Style Two	Medium
	House Style Three	Humongous
	Shop Style One	Kiosk
	Shop Style Two	Bar
	Shop Style Three	Workshop
General Forest/Jungle	House Style One	Smallest
	House Style Two	Medium
	House Style Three	Humongous
	Shop Style One	Kiosk
	Shop Style Two	Bar
	Shop Style Three	Workshop
General Desert	House Style One	Smallest
	House Style Two	Medium
	House Style Three	Humongous
	Shop Style One	Kiosk
	Shop Style Two	Bar
	Shop Style Three	Workshop

Locale	Type	Description
General Mountain/Plains	House Style One	Smallest
	House Style Two	Medium
	House Style Three	Humongous
	Shop Style One	Kiosk
	Shop Style Two	Bar
	Shop Style Three	Workshop
General Underwater	House Style One	Smallest
	House Style Two	Medium
	House Style Three	Humongous
	Shop Style One	Kiosk
	Shop Style Two	Bar
	Shop Style Three	Workshop
General Hostile Environment	House Style One	Smallest
(under water, no atmosphere)	House Style Two	Medium
	House Style Three	Humongous
	Shop Style One	Kiosk
	Shop Style Two	Bar
	Shop Style Three	Workshop
Generic	Guild Hall One	
	Guild Hall Two	
	Guild Hall Three	

Installations

Type	Level	Description
Moisture Harvester	Level 1	
	Level 2	
	Level 3	
Liquid Mining	Level 1	
	Level 2	
	Level 3	
Ore Mining Type 1	Level 1	
	Level 2	
	Level 3	
Ore Mining Type 2	Level 1	
	Level 2	
	Level 3	
Ore Mining Type 3	Level 1	
	Level 2	
	Level 3	
Horizontal Ore Mining Type 1	Level 1	
Horizontal Ore Mining Type 2	Level 1	
Horizontal Ore Mining Type 3	Level 1	
Submerged Ore Mining Type 1	Level 1	
Submerged Ore Mining Type 2	Level 1	
Submerged Ore Mining Type 3	Level 1	
Submerged Horiz. Ore Mining Type 1	Level 1	
Submerged Horiz. Ore Mining Type 2	Level 1	
Submerged Horiz. Ore Mining Type 3	Level 1	
Hydro Generator	Level 1	
	Level 2	
	Level 3	
Fossil-fule Generator	Level 1	
	Level 2	
	Level 3	
wind Generator	Level 1	
	Level 2	
	Level 3	
Photo-Bio generator	Level 1	
	Level 2	
	Level 3	

Type	Level	Description
Fusion/ion generator	Level 1	
	Level 2	
	Level 3	
Submerged Hydro generator	Level 1	
Submerged Photo-chem	Level 1	
Submerged Fusion Ion generator	Level 1	
Class A creature ranch	Level 1	
	Level 2	
	Level 3	
Class B Creature Ranch	Level 1	
	Level 2	
	Level 3	
Class A Flora farm	Level 1	
	Level 2	
	Level 3	
Class B Flora Farm	Level 1	
	Level 2	
	Level 3	
Factory Type 1	Level 1	low tech
	Level 2	
	Level 3	
Factory Type 2	Level 1	high tech
	Level 2	
	Level 3	
Factory Type 3	Level 1	construction?
	Level 2	
	Level 3	
Refinery Type 1	Level 1	ore?
	Level 2	
	Level 3	
Refinery Type 2	Level 1	gas/liquid?
	Level 2	
	Level 3	
Refinery Type 3	Level 1	other?
	Level 2	
	Level 3	

Type	Level	Description
Weapon Installations	Level 1	
	Level 2	
	Level 3	
	Level 4	
	Level 5	
	Level 6	
	Level 7	
	Level 8	
Fences	Level 1	
	Level 2	
	Level 3	
Walls	Level 1	
	Level 2	
	Level 3	
Minefields	Level 1	
	Level 2	
	Level 3	
	Level 4	

Municipal Structures

Locale	Type	Description
Tatooine	Hospital	
	Cloning Facility	
	Spaceport	
	Bank	
	Park	
	Arena	
	Police Base	
	Power Facility	
	Roads	
	Landmarks	
	Commodities Market	
	Street Signs	
	City Hall	
	Hotel	
Corellia	Hospital	
	Cloning Facility	
	Spaceport	
	Bank	
	Park	
	Arena	
	Police Base	
	Power Facility	
	Roads	
	Landmarks	
	Commodities Market	
	Street Signs	
	City Hall	
	Hotel	
Yavin 4	Hospital	
	Cloning Facility	
	Spaceport	
	Bank	
	Park	
	Arena	
	Police Base	
	Power Facility	
	Roads	
	Landmarks	
	Commodities Market	
	Street Signs	
	City Hall	
	Hotel	

Locale	Type	Description
Naboo- Theed	Hospital	
	Cloning Facility	
	Spaceport	
	Bank	
	Park	
	Arena	
	Police Base	
	Power Facility	
	Roads	
	Landmarks	
	Commodities Market	
	Street Signs	
	City Hall	
	Hotel	
Naboo - Underwater	Hospital	
	Cloning Facility	
	Spaceport	
	Bank	
	Park	
	Arena	
	Police Base	
	Power Facility	
	Roads	
	Landmarks	
	Commodities Market	
	Street Signs	
	City Hall	
	Hotel	
Ando	Hospital	
	Cloning Facility	
	Spaceport	
	Bank	
	Park	
	Arena	
	Police Base	
	Power Facility	
	Roads	
	Landmarks	
	Commodities Market	
	Street Signs	
	City Hall	
	Hotel	

Locale	Type	Description
Rodia	Hospital	
	Cloning Facility	
	Spaceport	
	Bank	
	Park	
	Arena	
	Police Base	
	Power Facility	
	Roads	
	Landmarks	
	Commodities Market	
	Street Signs	
	City Hall	
	Hotel	
Kashyyyk	Hospital	
	Cloning Facility	
	Spaceport	
	Bank	
	Park	
	Arena	
	Police Base	
	Power Facility	
	Roads	
	Landmarks	
	Commodities Market	
	Street Signs	
	City Hall	
	Hotel	

Locale	Type	Description
Endor	Hospital	
	Cloning Facility	
	Spaceport	
	Bank	
	Park	
	Arena	
	Police Base	
	Power Facility	
	Roads	
	Landmarks	
	Commodities Market	
	Street Signs	
	City Hall	
	Hotel	
Ord Mantell	Hospital	
	Cloning Facility	
	Spaceport	
	Bank	
	Park	
	Arena	
	Police Base	
	Power Facility	
	Roads	
	Landmarks	
	Commodities Market	
	Street Signs	
	City Hall	
	Hotel	
Dathomir	Hospital	
	Cloning Facility	
	Spaceport	
	Bank	
	Park	
	Arena	
	Police Base	
	Power Facility	
	Roads	
	Landmarks	
	Commodities Market	
	Street Signs	
	City Hall	
	Hotel	

Locale	Type	Description
General Forest/Jungle	Hospital	
	Cloning Facility	
	Spaceport	
	Bank	
	Park	
	Arena	
	Police Base	
	Power Facility	
	Roads	
	Landmarks	
	Commodities Market	
	Street Signs	
	City Hall	
	Hotel	
General Desert	Hospital	
	Cloning Facility	
	Spaceport	
	Bank	
	Park	
	Arena	
	Police Base	
	Power Facility	
	Roads	
	Landmarks	
	Commodities Market	
	Street Signs	
	City Hall	
	Hotel	
General Mountain/Plains	Hospital	
	Cloning Facility	
	Spaceport	
	Bank	
	Park	
	Arena	
	Police Base	
	Power Facility	
	Roads	
	Landmarks	
	Commodities Market	
	Street Signs	
	City Hall	
	Hotel	

Locale	Type	Description
General Underwater	Hospital	
	Cloning Facility	
	Spaceport	
	Bank	
	Park	
	Arena	
	Police Base	
	Power Facility	
	Roads	
	Landmarks	
	Commodities Market	
	Street Signs	
	City Hall	
	Hotel	
General Hostile Environment	Hospital	
(under water, no atmosphere)	Cloning Facility	
	Spaceport	
	Bank	
	Park	
	Arena	
	Police Base	
	Power Facility	
	Roads	
	Landmarks	
	Commodities Market	
	Street Signs	
	City Hall	
	Hotel	